MOGUL MANIAC™

INSTRUCTION MANUAL

AMIGA

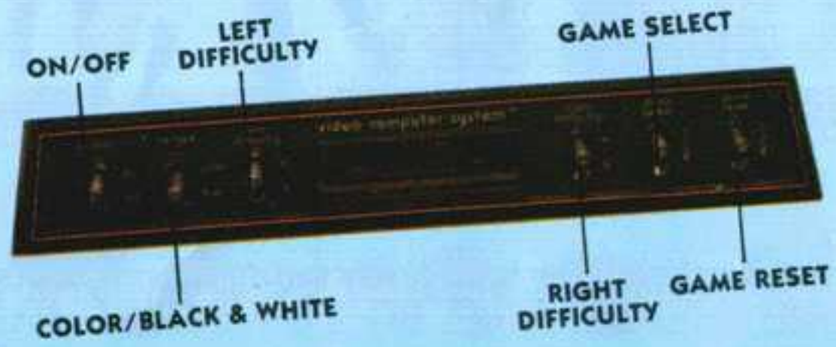
EmuMovies

GAME OBJECTIVE

Quite simply, the objective of Mogul Maniac is to get through the open and closed gates and down the mountain as quickly as possible without breaking anything on or around your body . . .

SET-UP INSTRUCTIONS

1. Connect the Atari 2600™, Sears Video Arcade™ or compatible unit to your television according to the manufacturer's instructions.
2. With the Power Switch OFF, plug in Mogul Maniac Power-Play™ cartridge.
3. Plug The Joyboard into left controller slot and turn the Power Switch ON.
4. Push the Game Reset lever. Actual game play does not begin until you lean forward on The Joyboard.



THE JOYBOARD

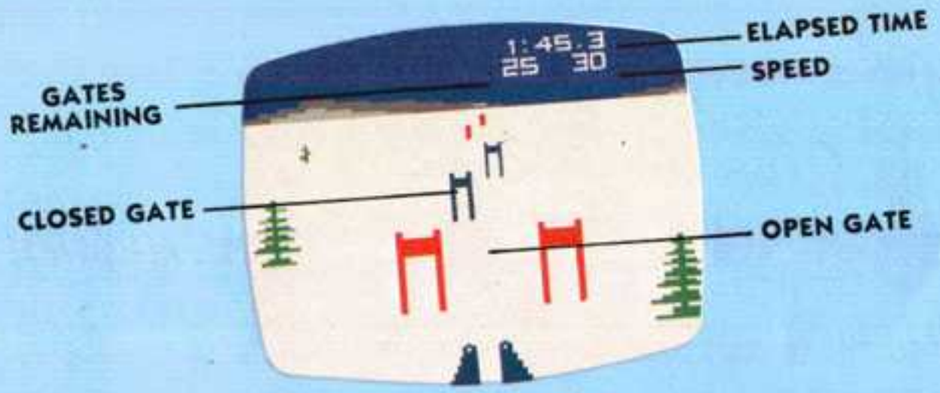
Mogul Maniac has been designed to faithfully reproduce an actual downhill slalom ski run. You control The Joyboard in much the same way as a pair of skis. Leaning forward increases your speed; backwards slows you down. As in real skiing leaning on the LEFT side of The Joyboard causes the screen image to move to the RIGHT, and leaning on the RIGHT side causes the screen image to move to the LEFT.

However, if you prefer, Mogul Maniac can be played in the joystick mode, where leaning LEFT moves the screen image to the LEFT and vice versa. The Black & White/Color switch determines which mode you're in: real skiing is Color; joystick is Black & White. If desired, a joystick can be substituted for The Joyboard.

GAME INSTRUCTIONS

After you push the Game Reset button, the starting gate will appear on-screen. The timer does not start until you lean forward on The Joyboard and through the starting gate.

Each course gate consists of two poles of the same color, red or blue. Open gates are positioned side-by-side; closed gates are staggered poles (see illustration on next page). You must ski between poles of the same color.



There are nine different courses for you to master. You may choose different runs by pushing the Game Select button. The course number will appear in the upper part of the screen, as well as the number of gates and the maximum possible speed for the run. Once you have selected a run, push Game Reset to start.

DIFFICULTY SWITCHES

When the left difficulty switch is in the novice position, you will be docked five seconds for each gate you miss. In the expert position, you will be disqualified if you miss a gate and your time will become 9:59.9. You can, however, complete the run. The right difficulty switch controls whether or not the hill has moguls: expert position has them; novice does not.

Each player is allowed two runs at a given course. You cannot change courses between runs. After your first run is completed, the timer will stop and the course will be set up for a second run. Because the best time is a combination of both runs, the timer will start where it stopped on the first run. After you've completed the second course, the total time for both runs will be displayed.

There is no limit to the number of players. However, only the fastest time will remain on the screen. If several people are playing, pencil and paper will help in keeping track of individual times.

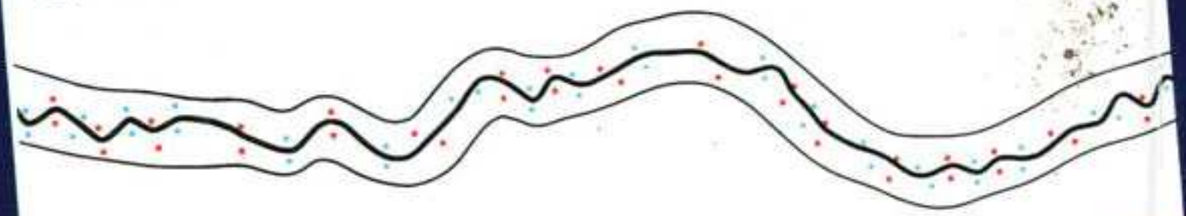
SKI TIPS

Watch your speed! As in real skiing, it is possible to get into a "runaway" where you have little control over your skis. If you miss a gate, don't sweat it. Concentrate on making the next one. If you get off the course and find yourselves in the trees, slow down and lean over until you are back on the course. Then you better hustle.

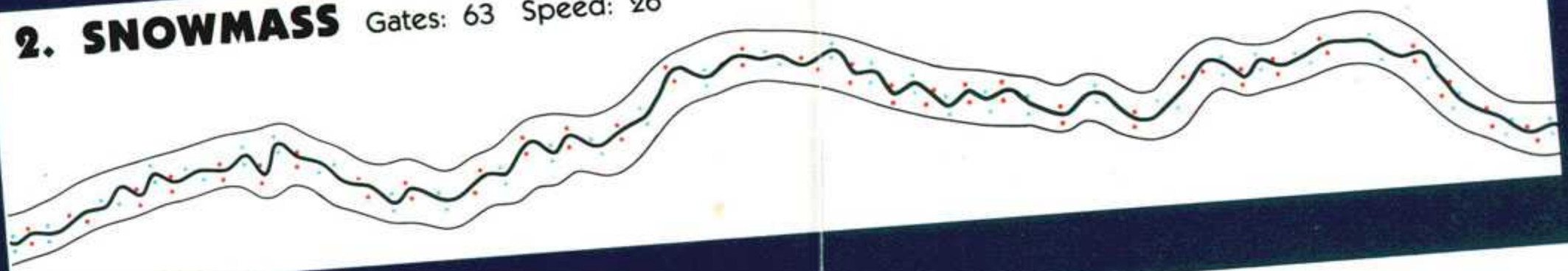
If you get disqualified, finish the run. You can probably use the practice. Experiment with your gate approaches and speed. Then concentrate on your next run.

Study the ski run charts provided in this manual. They will help you in mapping out each course. Watch for patterns in the various runs as you ski them. They'll also help you improve your times. Good luck. And break a leg (it had to be said . . .).

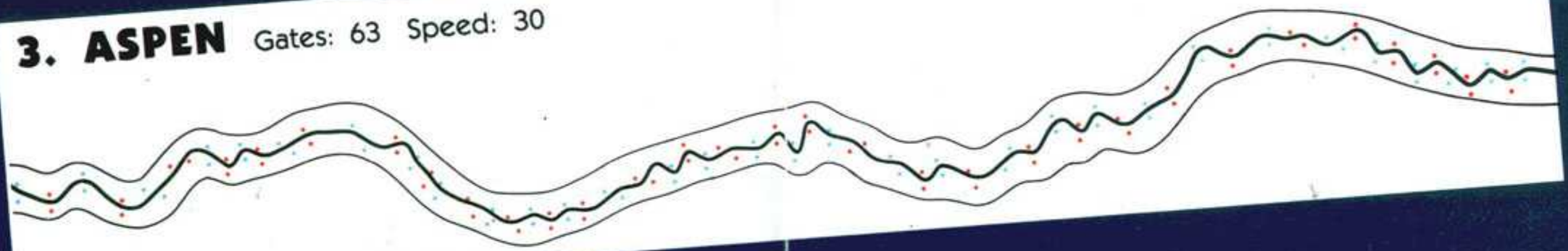
1. BUNNY HILL Gates: 35 Speed: 22



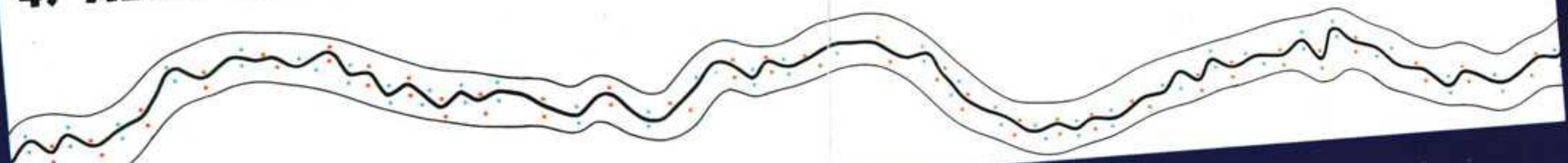
2. SNOWMASS Gates: 63 Speed: 26



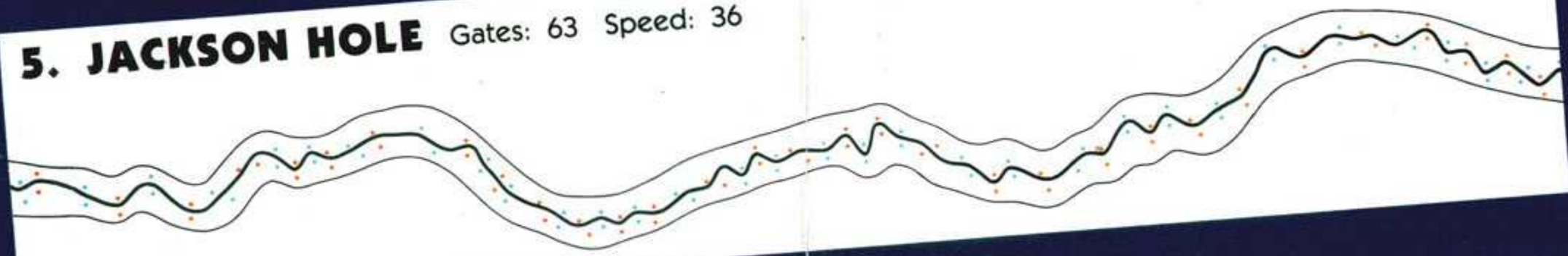
3. ASPEN Gates: 63 Speed: 30



4. ALTA Gates: 63 Speed: 34



5. JACKSON HOLE Gates: 63 Speed: 36



6. STOWE Gates: 63 Speed: 40

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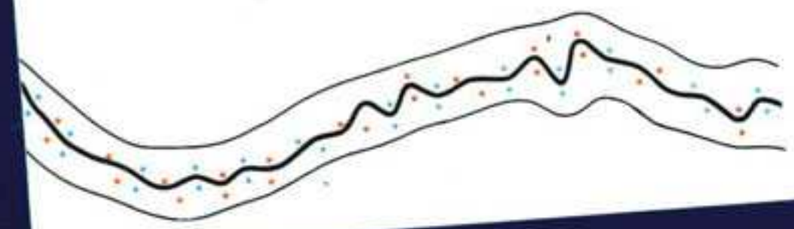
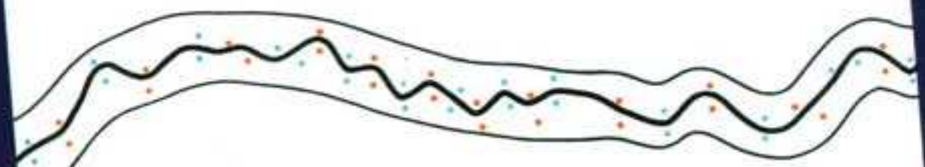
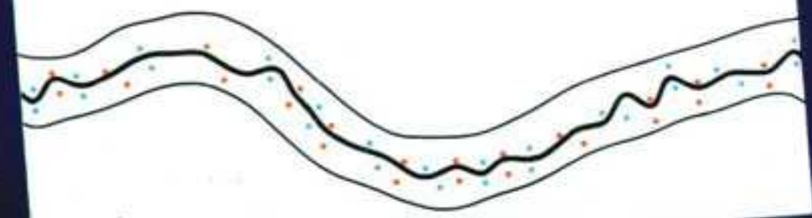
7. MAMMOTH Gates: 25 Speed: 30



8. CASCADE Gates: 25 Speed: 30



9. TAOS Gates: 25 Speed: 40



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AMIGA warrants to the original purchaser of this Power-Play game cartridge that it will be free from defects in material and workmanship for one year from the date of purchase. If the cartridge proves defective under the warranty period, AMIGA will, at its option, either repair or replace it free of charge. Mail the defective cartridge prepaid, with original sales receipt to:

AMIGA Corporation
Customer Services
3350 Scott Boulevard
Building #7
Santa Clara, CA 95051

This warranty is limited to the electronic parts contained within the cartridge, and is not applicable to normal wear and tear or if signs of misuse, excessive wear, tampering or other modifications are evident.

This warranty is in lieu of all other express warranties. Any applicable implied warranties are limited to a period of one year from date of purchase. AMIGA is not liable for any incidental or consequential damages resulting from breach of any express or implied warranties on this cartridge.

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